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SUPER MEGA
DESIGN BY Idea-Tek
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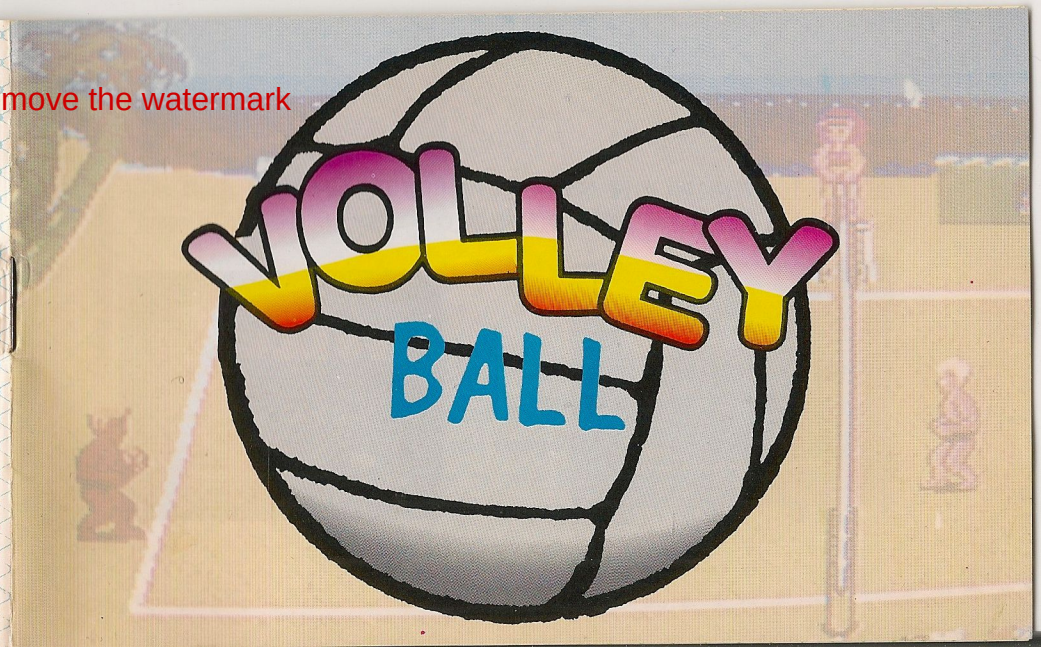
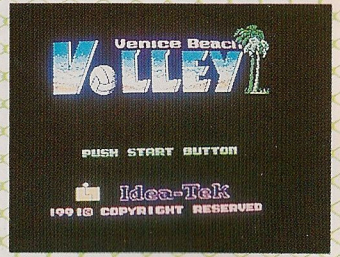
7F KOHWA BLDG 1-1-17, OHASHI MEGURO-KU, TOKYO, 153 JAPAN



首頁部分

在畫面上會出現PUSH START BUTTON。
按START就可以進入GAME規則頁。

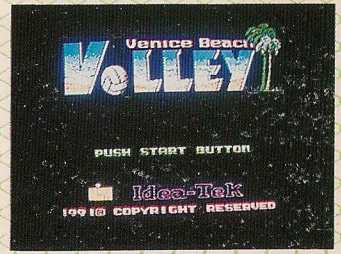


遊戲規則

一切都是採用自行設定的模式，而在和對方比賽獲得勝利時，就依自行設定的同一方式〈規則〉，和另二隊再進入前三名之決賽；當然勝利是我們的

The First Page

The string – PUSH START BUTTON – will appear on the screen.
Press START and you can enter the page of GAME rule.

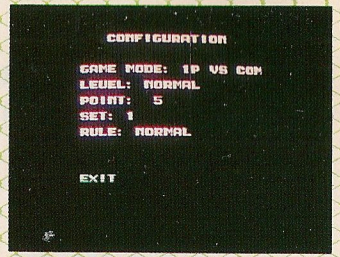


The rule

You can choose all the modes as you want. After you win the play, follow the same modes to play with other two teams to race, the champion. Of cource, to get

目標，就可以上鏡頭瞧瞧我隊勝利的模樣。

祝好運！



項目設定

可依各項目分爲

the champion is our ultimate purpose.
Good Luck!

Mode Assign

Divided according to the modes

比賽人數

指參賽的人及方式。

GAME MODE:

1P VS COM ①2P VS COM

1P VS 2P

難度選擇

指比賽的難度可依自己適合的能力選擇。

LEVEL: EASY

NORMAL

HARD

Game Rule

The player and the pattern in play.

GAME MODE 1P VS COM ①2P VS COM

1P VS 2P

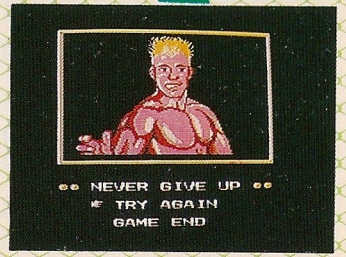
Level assign

You can choose the level of the play as you want.

LEVEL: EASY

NORMAL

HARD



分數設定

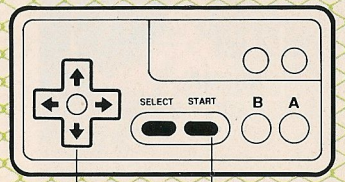
可選擇 3 種比賽成績來計算。
POINT:5/10/15

局數設定

可選擇1局3局5局3種不同的比賽來決定比賽的賽程。

遊戲方式

NORMAL一種是有發球權〈指〉有發球權的隊伍又贏一球就加一分，如沒有發球權贏一球，就是只有贏到發球權，



以下是選擇各項目，選到時會有綠色字樣。

START在EXIT按START就跳出。

Point assign

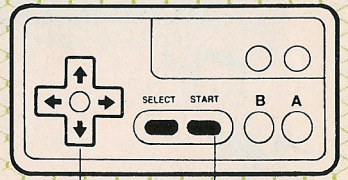
There are 3 ways to count the point of the play.
POINT 5/10/15

GAME MATCH assign

You can select 1 GAME MATCH, 3 GAME MATCH or to decide the schedule of the play.

NORMAL SCORES

If the team with possession of serve wins a ball, they get a point, else they lose the possession of serve. If the



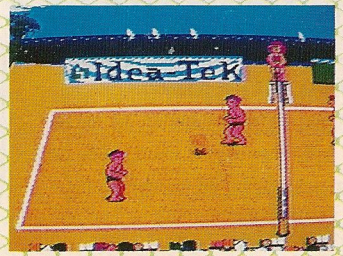
You can choose the mode here, uhile the mode is green you can use right to choose the condition.

START: Press START while you are in EXIT then you can exit.

但沒有計分。如原本有發球權如輸一球就要讓贏球的隊伍發球。

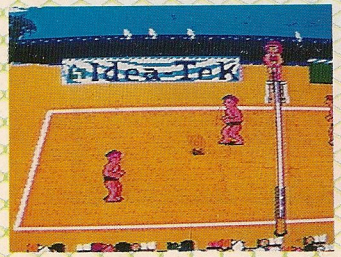
※有贏球就加一分。

RALLY POINT
RULE NORMAL
EXIT(跳出)



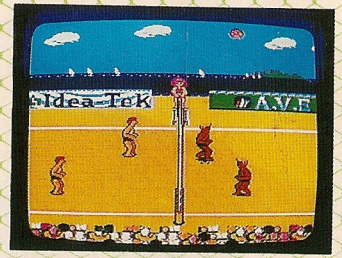
team without possession of serve wins a ball, they get the possession of serve but get no point.

RALLY POINT
RULE NORMAL
EXIT



隊員選擇頁

以十字鈕來控制游標START

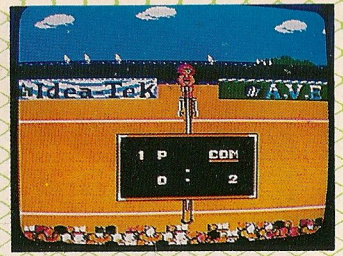


是確定其隊伍。

在隊伍內可以依其各人之特性來組合。

Choosing Player

You can use the + pad to control the



cursor and use the START to select his team. You can combine your teamates according his characteristic.

TOM

反應靈敏；幾乎沒有接不到的球。

ROLKY

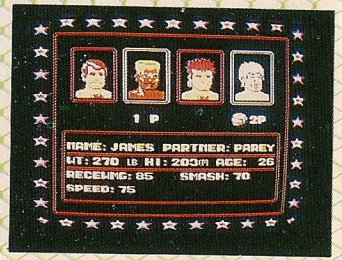
攻擊力旺盛，威力驚人。

JORGE

年輕就是最大的本錢。

JAMES

在實力上明個很平均的選手。

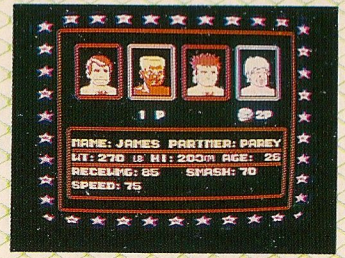


Tom is quick in raction and movement, and is good at receving ball.

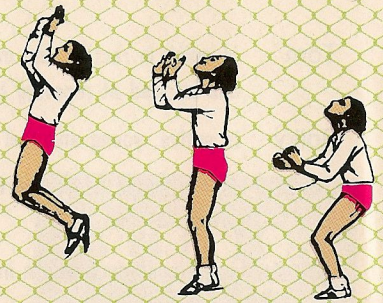
Rolky is active, young and Pull of energy.

Jorge is aggressive and powerful in his every attempt.

James is an average teamate in his performance.



遊戲頁部分



發　　球

以第一次按Ⓐ將球托上，落至可打擊的位置按Ⓐ便可把球擊出（在發球線上）。

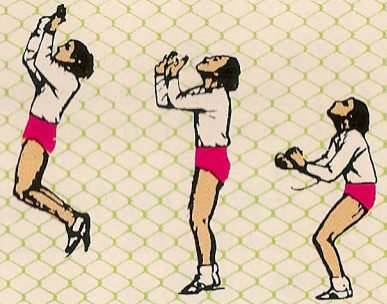
跳　　發

第一次也是以Ⓐ將球托上，上升時按Ⓑ選手便會跳上，按Ⓑ就可以，以殺球的方式擊出。

托　　球

（在場內時）球如果落至我方場地，在適當的高度，便可以按Ⓐ做出托球的動作。

Playing Page



The flat serve: Press A Pool to toss the ball to right position, then crush it by press the A Pad again.

The jump serve: Press A Pad to toss the ball, then press B pad and the player will jump up to serve the ball in spike.

The Set: Press A Pad to set the ball while the ball is in right height.

救　　球

球如果落離選手較遠的地方，可以按Ⓐ便可以去撲救落球，不過可要在有效範圍。

封　　網

在對方以殺球的方式來攻擊我方時，可以按Ⓑ便以跳上的手部去阻擋球進入我方範圍。

殺　　球

在我方隊友做球，可先到網前殺球時按Ⓑ跳上，在球與人的適當高度再按Ⓑ便可做一次有效之殺球。

移動隊員

以下十字鈕的上下左右來控制我方的防禦隊形。

Diving Reception (Dig & Dive!): When you go for a ball that you are too far to get completely under yet are too near to miss entirely, you can press A Pad to dive for the ball.

The Block: While you opponent spike the ball, you can press B Pad to prevent the ball to fall in your court.

The Spike: While your teamate set the ball, you can move yourself to right position and press B Paol to jump up then press B Paol again to spike the ball effectively.

Move teamate: Use up, down, left, right of the + Paol to change your teamates' position.